

ADVANCED HEROQUEST

THE EYES OF CHAOS

By Carl Sargent

The Eyes of Chaos is an adventure which takes place in ancient tomb complex deep in the Vault Mountains. The four Heroes are sent to clear out a band of Ogres who were responsible for the massacre of a group of soldiers holding a remembrance service at the tombs. The one survivor of the slaughter reports that the Ogres seem unusually cunning and well organised. What horrid secrets are the Heroes going to discover in the catacombs under the tomb complex?

Hundreds of years ago, a desperate Chaos Warband was finally cornered and destroyed in the foothills of the Vault Mountains. The battle was fierce and bloody, and the forces of Chaos fought to the death. Hundreds of brave Bretonnian warriors were killed, and rather than taking their ripped and torn bodies back to their families, the dead soldiers were consecrated and buried in a great cave complex carved into the side of a mountain. The caves were ancient, possibly thousands of years old, and appeared to be empty. The surviving Bretonnian soldiers erected a cairn at the mouth of the caves, and carved a new name above their entrance – the Tombs of the Phalanx.

Accounts of the soldiers' brave struggle passed into legend and grew with the telling, but the location of the Tombs has not been forgotten or lost. Once a year, a group of veteran Bretonnian soldiers make a pilgrimage to the Tombs to hold a memorial service for the dead, so their sacrifice may not be forgotten.



This year, only one veteran returned from the service, rambling deliriously about Ogres of great cunning. Thinking that a group of Ogres has moved into the Tombs, the local Lord sends for the Heroes to deal with them. Unfortunately for the Heroes, the situation is not as simple as it seems!

This quest is designed for the four Heroes, and the Mercenary Captain Pierre Chancier. The Heroes can also bring along as

many extra henchmen as they can afford. The lower dungeon levels are quite tough, and this Quest is best suited to Heroes who have already completed a Quest (such as the *Quest For The Shattered Amulet* in the Advanced Heroquest boxed game) and who have increased their Fate Points characteristic by at least one point.

GM SUMMARY

The Ogres who killed the old soldiers were more than just a random band of monsters. The Chaos Sorcerer Johannes Wieschofer has discovered a potent source of raw Chaos energy deep in the catacombs, and is still working on controlling it. The last thing he wants is to be disturbed, and he has instructed the Ogres to keep the cave complex free from 'visitors'.

Johannes murdered his Sorcerer master and stole his secrets. He was prompted to do this when his master took delivery of an ancient magical cloak of unknown powers, redolent with the taint of Chaos. Impatient at the slowness of his master's teaching, and eager for more power, Johannes desired possession of the cloak. Before the old man could properly study it, Johannes stabbed him in the back, and wrenched the cloak from his palsied hands. Before fleeing, Johannes gathered together the best of his master's magic books and treasures, the cloak, and as much gold as he could find. He rode away from civilisation, heading south-east towards the mountains. At night he would camp and study his master's magic books, and eventually learned that a Chaos Flux existed in an ancient cave complex in the Vault Mountains.

The mysterious magic cloak turned out to be an Ogre Cloak, a marvel of chaotic magic. It could give the wearer the strength

of an Ogre, and allowed him to control the minds of several Ogre servants. Johannes' directions of his Ogre servants were responsible for the ambush and tactical cunning the Ogres displayed when wiping out Pierre's band.

Johannes is currently investigating a source of raw Chaos energy in the cave complex below the Tombs of the Phalanx. Protected by Ogres and a rabble of other creatures which have been bullied into guard duty, Johannes has begun to tap the power of the Chaos Flux in several ways. The most important of these is the Eyes of Chaos which infest the catacombs, exerting their baneful effects over wide areas. These are a special hazard the Heroes will have to face, and are fully described below.

In summary, the Heroes have a perilous task ahead of them. They think they will have to face some Ogres, and perhaps an Ogre Chieftain, but they actually face a Chaos Sorcerer with a body as strong as an Ogre's, a plethora of strange effects of Chaos, and more. This is a tough Quest indeed.

The Bretonnian poured out his sorry tale to his attentive listeners. Marching to an old battlesite burial ground to conduct a remembrance service for the dead, he and the other soldiers had been ambushed by Ogres. The brutes showed amazing cunning, throwing a feint attack on one side of the beleaguered group of Bretonnians while a stronger group rushed from rock cover to assault the soldiers from behind. Pierre was knocked unconscious by a rock, and only survived because the Ogres thought he was dead. When he regained consciousness, he discovered all his comrades had all been killed.

"Their strength we know about," Pierre hung his head in his hands. "But such cunning - mon Dieu! Ogres do not hide behind rocks, mon amis - they eat them. I am the only survivor, and I feel ashamed to be alive when all my comrades are dead, but how can one man stand alone against a dozen Ogres?"

Sven Hammerhelm nodded at the Bretonnian's words. Strictly speaking, Trolls featured more heavily in the rock-eating stakes than Ogres, but such cunning and trickery were unheard of among the loutish Ogre race. Magnus the wizard voiced the thought which was in all their minds.

"This isn't the work of ordinary Ogres, they would never be able to act in such a coordinated way. Something - or someone - must be controlling. Their master would have to be very strong, and possibly be using magic to enforce his commands. I seem to remember some tale about the Tombs of the Phalanx, now that Pierre has mentioned them."

Magus thought for a while, trying to remember. "According to the legends, there was a source of Chaos magic deep in the Tombs. It was latent magic, which is why the Tombs themselves were not affected and the soldiers have been able to hold their service of remembrance there safely each year. But if this magic exists, it is possible that someone has brought it alive. I think we should find out what's going on and put a stop to it quickly, before the evil can spread."

His friends and fellow Heroes nodded in agreement. Tomorrow, at first light, they would set out to the Tombs. This was truly a challenge worthy of their talents!

WEAPON SKILL	START	CURRENT	SPEED	START	CURRENT							
8			8	6								
BOW SKILL	7	5	BRAVERY	8								
STRENGTH	6		INTELLIGENCE	7								
TOUCHNESS	7	10	FATE	1								
NAME: PIERRE CHANCIER												
RACE: HUMAN CAPTAIN												
HAND TO HAND COMBAT												
TARGET	1	2	3	4	5	6	7	8	9	10	11	12
BYN SKILL	2	2	2	3	4	5	6	7	8	9	10	10
HIT ROLL	7	8	9	10	11*							
RANGED COMBAT												
RANGE	1-3	4-12	13-24	25-36	37+							
HIT ROLL	7	8	9	10	11*							
WEAPONS												
SWORD	N/A	4	1									
ARMOUR												
CHAIN MAIL	-1	+2	-2									
SHIELD	-1	+1	0									
TOTAL	-2	+3	-2									
EQUIPMENT												
*Note: impossible to score a critical hit at this range												

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PIERRE CHANCIER

The Bretonnian Captain Pierre Chancier joins the Heroes as a Henchman of the Warrior Hero. He doesn't accept any payment, but if the Heroes have spare funds and offer him some extra equipment, he will not refuse. Pierre joins the Heroes on the condition that they do all in their power to kill the Ogres who wiped out his friends and fellow men-at-arms. Pierre will not allow the Heroes to plunder any of the soldiers' tombs, but treasure carried by monsters is quite another matter.

If the adventure is successfully completed, Pierre will stay as a loyal Henchman to the Warrior Hero. He will ask for no payment, nor a share of treasure, but the Heroes will have to pay his costs between adventures, and are honour-bound to help him with purchases of equipment.

Details of the Captain can be found in the Advanced Heroquest supplement *Terror in the Dark*, and are reproduced below for those players and GMs who do not have a copy of this product. Because Pierre is avenging his fellows in the Tombs (uppermost dungeon level), he is allowed to gain 1 Fate Point when the Quest Location is found on that level. He does not gain any Fate Points thereafter (although he can buy them as listed in the Advanced Heroquest rulebook, page 37, in the unlikely event he has 1,000 gold crowns to spare).

THE OGRE CLOAK

This is a new magical item which is only usable by Creatures of Chaos with an Intelligence score of 8 or more. The Cloak gives its wearer the physical form of an Ogre whenever they choose. Check the Monster Reference Table of the Ogre

against the Monster Reference Table of the creature wearing the Cloak, and increase all physical characteristics of the cloak-wearer to those of an Ogre, if they were lower to begin with. When in Ogre form the cloak-wearer counts as a *Large Monster* and also a *Fearsome Monster*. The change from one form to another is instantaneous.

The wearer of the cloak can also command up to six Ogres to do his bidding at a range of up to six miles if the Ogres fail an Intelligence test (which they usually do), and control lasts for up to one week, after which time it must be re-established. The Ogres won't do anything obviously harmful to themselves, but then they're so thick they can usually be deceived on that score anyway.

The Ogre Cloak is not usable by Heroes as it is tainted by Chaos, and would turn anyone who put it on into a soul creature of Chaos.

THE OGRES OF THE CATACOMBS

You can use the standard Monster Reference Tables for Ogres and Ogre Chieftains in this adventure. Johannes has trained some of the Ogres to throw rocks as ranged weapons, which makes them more dangerous than usual. The Ogres can throw rocks to a maximum range of 8 squares, and each rock has 5 damage dice. Ogres can also use rocks to attack people in adjacent squares, in which case they just drop them on their opponents. Dropped rocks have 4 damage dice at a range of 1.

Because these Ogres have been trained in rock-throwing, they have BS 5 with rocks only (it's not a general change to their Monster Reference Table). Their Hit Rolls are: range 1-3, 7:



range 4-8, 8. The Ogre Chieftains encountered do not throw rocks, it's beneath their dignity. When Ogres in a room are rock-throwers, the description of the room will tell you how many rocks they have available for throwing before they run out. Rock-throwing Ogres also have a Heavy Club which they will use when they have run out of rocks.

Lastly, some of the Ogres here have special psychological rules, and these are given in the room description. One of them hates Bretonnians, for example, and another one absolutely loathes Dwarfs. Monsters in a room with Ogres are not affected by the Ogres being *Fearsome Monsters*, since they are used to them.

The other monsters which may be encountered in the dungeon are a riff-raff attracted by Johannes' magic, servants of the Ogres, or (on the upper dungeon level) a fairly random collection of what one might expect to find in a Tomb complex. The few special cases (such as the Trolls on the middle dungeon level) are described more fully below. Note that Orcs should have a Toughness of 7, as in the *Terror In The Dark* supplementary rulebook, and not the old value of 8 given in the Advanced Heroquest Monster Reference Tables.

CHARACTER MONSTERS

The major Character Monsters in the catacombs are:

Johannes Wieschofer

Johannes is the driving force behind acquiring himself a powerful Ogre retinue, other monster hangers-on, and the use of special Chaos magic within the dungeon. He is encountered in Locations M and N (the final Quest Location), and he will certainly fight to the death there. He is an exceptionally powerful Chaos Sorcerer given his magical cloak, and he also has a wider range of spells than most Chaos Sorcerers and, naturally, other magical items he stole from his dead master.

Gregor Wieschofer

Gregor is Johannes' younger brother, also a Chaos Sorcerer. He has every intention of killing his older brother when the secrets of the Chaos Flux deep in the catacombs are uncovered (for Gregor knows he is not smart enough to learn them himself). Gregor has summoned a Daemonette to protect him, and these two are found in Location I.

"Greatgut", Ogre Chieftain

Addressed simply as "Lord Greatgut", this enormous Ogre Chieftain is magically controlled by the power of Johannes' cloak and commands his fractious rabble by the simple expedient of eating anyone who disagrees with him. Greatgut is a powerful Ogre leader, not least because of his magical club, which shines bright red and impresses the Ogres, who are easily cowed by a display of magic. Since the club was enchanted by Johannes and given to Greatgut, and Ogres are afraid of magic anyway, they are only too ready to submit to the leadership of their magnificent Chieftain and the Chaos Sorcerer. Greatgut lurks in Location K.

GENERATING THE CATACOMBS

Generate the upper level using the following system in place of that given in the Advanced Heroquest rulebook (pp. 12-15). Tomb Rooms are empty save for a single tomb. If you have *Terror In The Dark* you can use the Coffin counter to show the tomb. If not, simply tell the players there is a tomb in the

room. Tombs should not be opened, as Pierre will forcefully point out, and contain no treasure. If a Hero opens a tomb, he must make a Toughness test. If he fails, grave dust clogs his nose and throat and weakens him (-1 to Strength and Toughness for the rest of the expedition). The first time a Hero opens a Tomb, Pierre will say that he will leave the Heroes if they do it again, and if they do, he carries out his threat. If any Hero kills Pierre, that Hero loses all his Fate Points immediately!

PASSAGE LENGTH TABLE	
D12	<i>Passage Length</i>
1-3	1 Section
4-9	2 Sections
10-12	3 Sections

PASSAGE FEATURES TABLE	
D12	<i>Passage Features</i>
1-2	Wandering Monsters
3-6	Nothing
7-10	1 Door
11-12	2 Doors

PASSAGE END TABLE	
D12	<i>Passage End</i>
1-4	T-Junction
5-6	Dead End
7-9	Right Turn
10-12	Left Turn

ROOM TYPE TABLE		
D12	<i>Room Type</i>	<i>Room Size</i>
1-2	Normal	Small
3-4	Tomb Room	Small
5-6	Hazard Room	Small
7-8	Lair	Large
9-11	Tomb Room	Large
12	Quest Room	Large

ROOM DOORS TABLE	
D12	<i>Number of Doors</i>
1-5	None
6-10	1 Door
11-12	2 Doors

Also, the Quest Room on this upper dungeon level will not be either of the first two rooms entered. If you roll a 12 on the Room Type Table for either of the first two rooms entered, simply re-roll to get another result. For each subsequent room entered by the Heroes, add 1 to the dice roll on the Room Type Table. So, if the Heroes have already entered five rooms on the upper dungeon level, the next room will be the Quest Room if you roll 9 or higher on the dice. The Quest Room on this upper level is described below.

MONSTERS ON THE UPPER LEVEL

Use the Wandering Monsters Matrix and the Lairs Matrix below to determine the monsters on the upper dungeon level.

THE QUEST ROOM

The single Quest Room on this upper level is the Quest Location here. It contains two Ogres, both of whom use clubs only, and a Treasure Chest containing the following: 200 gold crowns, a Healing Potion, 8 ordinary Arrows, and a simple Magical Sword which adds 1 damage dice (this counts as a magic weapon, and can harm an Eye of Chaos). The room also contains a set of steps leading down, which are the only way to get to the next dungeon level.

LAIRS MATRIX		
D12	<i>Occupants</i>	<i>Treasure</i>
1	1 Chaos Warrior & 1 Orc	40 GCs
2	2 Orcs & 2 Goblins	30 GCs
3	2 Skaven Champions & 1 Warrior	40 GCs
4	4 Zombies	20 GCs
5	1 Skeleton & 3 Zombies	25 GCs
6	3 Skaven Gutter Runners	60 GCs
7	4 Orcs & 4 Goblin Archers	60 GCs
8	3 Orc Champions	70 GCs
9	2 Skeletons & 4 Zombies	40 GCs
10	Undead Champion & 2 Zombies	100 GCs
11	Mummy & 2 Zombies	100 GCs
12	Mummy, 2 Skeletons & 2 Zombies	150 GCs

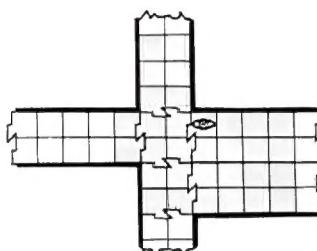
WANDERING MONSTERS MATRIX		
D12	<i>Wandering Monster(s)</i>	<i>Treasure</i>
1-2	2 Orcs	10 GCs
3-4	1 Skeleton	5 GCs
5-6	1 Skeleton & 1 Zombie	10 GCs
7-8	3 Zombies	15 GCs
9	2 Orcs & 4 Goblin Archers	40 GCs
10	1 Orc Champion, 1 Orc & 2 Goblins	40 GCs
11	1 Undead Champion	50 GCs
12	1 Undead Champion & 2 Zombies	60 GCs

THE LOWER DUNGEON LEVELS

There are two lower dungeon levels, both of which are completely mapped for you. There are no Wandering Monsters on these levels, though there are many special hazards! Some of the rooms have unique magical effects which hamper the Heroes, but one especial magical bane is very common here. These are the dreaded Eyes of Chaos.

SPECIAL MAGICAL HAZARD: THE EYES OF CHAOS

Johannes' mastery of the raw Chaos he is studying has extended far enough for him to be able to place magical Eyes of Chaos in the two lower levels of the dungeon. These Eyes appear as miniature (3" in diameter) glowing skulls with huge eye sockets; the 'bone' is white, the eye sockets red. You may use the Wound Counters to represent these in game play.



This eye located at the junction of four passages will affect all of the shaded squares. As soon as one of the heroes or henchmen enter the zone, the GM should make a roll on the table below to determine the effect of the eye.

These Eyes have Chaos effects which will affect all of a room which they are placed in, irrespective of room size, and up to 3 squares away in all directions in any passage they are located in. This includes around corners. It is possible for the Heroes to be affected by an Eye of Chaos before they can see it if it is around a corner from them. However, effects do not pass through walls or doors (nor through open doorways, for the sake of simplicity). The occupants of the dungeon, of course, are not affected by any adverse magical effects of the Eyes. When Heroes enter a zone of influence of an Eye of Chaos, roll one dice and check the table below for the effect which will occur:

EYES OF CHAOS: MAGICAL EFFECTS TABLE

D12	Magical Effect
1	Anti-magical, see below.
2	Weakness: -1 to WS and Strength
3	Radiant Fear: All Bravery tests incur -1 penalty
4	Mental Enfeeblement: All Intelligence tests -1 penalty
5	Distorted Vision: -1 to BS
6	Magical Drain (see below)
7	Tainted Power: Enemies of PV 4+ regenerate
8	Slowing: Movement at half-rate through the zone
9	Warp Attack (see below)
10	Flame Attack (see below)
11	Magical Null (see below)
12	Fate Point Null (see below)

Anti-magical (see below): Any Wizard trying to cast any spell in the zone must make an Intelligence test to be able to cast it.

Magical Drain: The first Hero to enter the zone has one of his magic items permanently drained of magic. If he has more than one magic item, the GM should randomly decide which has been affected. Don't tell the player this until he comes to use it. If the first Hero isn't carrying any magical items, the second Hero is affected instead, and so on.

Warp Attack: Enemies ignore any armour used by Heroes within the zone, their weapons simply seem to pass right through it! This does not apply to any magical armour worn by Heroes, though.

Flame Attack: Any Sword or Halberd used by an enemy spits fire within the zone and adds 1 extra damage dice to its attack.

Magical Null: All magic items possessed by Heroes are nullified so long as they are within the zone. They are not permanently drained, and will regain their normal properties as soon as they are taken out of the zone. Spells, however, work normally within the zone.

Fate Point Null: Fate Points are useless within the Zone, and cannot be used at all. If a Hero wants to use a Fate Point, simply inform the player that for some unknown reason, it just doesn't seem to have any effect, but the Fate Point is not lost.

All these effects last only for as long as the Heroes (or items, etc.) are within the zone, save for the Magical Drain which has a permanent effect. The Eyes of Chaos in Locations I and M are special, and have effects described in those locations; you do not roll on the table above to determine any additional effects.

Destroying an Eye of Chaos

Eyes of Chaos hover around 8 feet above the ground and can be struck at with weapons in the usual way (though the Dwarf is too short to hit one with a hand-held weapon such as an Axe or Sword). They have Toughness 8, but all ranged weapon attacks with a range above 3 have a -2 penalty to dice rolls because the Eyes are small. Each Eye has only 1 Wound. Eyes of Chaos can only be harmed by magical weapons or damaging spells; non-magical weapons do not damage them. They are not affected by spells which affect creature's minds (such as Flight), because they have no minds. Whenever an Eye of Chaos is destroyed, the released chaos energy flies apart in a miniature explosion. This will cause the Hero who struck the blow or cast the spell to suffer any *excess* wounds he caused over and above the one needed to destroy the eye!

DUNGEON COUNTERS

These are not used during game play in the usual way. The gamesmaster is told below when to take a Dungeon Counter and how to use it. This speeds up play and makes the GM's life easier!

OPENING DOORS

The monsters in these lower dungeon levels are cunning and well-disciplined. Many can open doors as sentries can, as discussed for each location. Some can even open a door, move, and attack all in the same Combat Turn!

DUNGEON, LOWER LEVEL 1

The lower levels of the dungeon are both fully mapped, and each room and important section of passage, etc., is described.

LOCATION A

This is a simple guardroom with 4 Orcs and 2 Goblin Archers. Each Orc has 10 gold crowns, and each Goblin has 5 gold crowns. Roll as usual on the *Eyes of Chaos: Magical Effects Table* for the effect of the Eye here (and in subsequent locations).

LOCATIONS B AND C

The monsters in these locations have been very well trained. As soon as the Heroes open the door to either room, the door to the other room will open as well. If either of the Eyes of Chaos in the wide passage between the rooms is destroyed, it makes a loud bang as it disappears. This noise is automatically heard by the monsters inside the rooms, and they cannot be surprised. If the monsters in the rooms have been alerted, roll a dice, and on a roll of 7 or more, the monsters get to move and attack first during the first Combat Turn here.

The Ogres will certainly try to get into the main passage where their size isn't a problem, except for the Ogre at the back of Location C who has rocks he can hurl at Heroes in the doorway. The monsters here can open a door, attack, and move all in the same first Combat Turn if you roll 7 or higher on the dice roll above.

Location B

Unless the monsters move first, the Ogre closest to the doorway will try to keep out of the way to begin with to allow the rock-throwing Ogre at the back of the room a clear line of sight to throw rocks through the door. He has four rocks he can use for ammunition. This particular Ogre has a great hatred of Dwarfs, and if he enters hand-to-hand combat with a Dwarf he can become a *Berserk Monster* (see *Alternative Monsters* in the Advanced Heroquest rulebook, page 40).

The Goblin Archers also stay away from the doorway to avoid hand-to-hand combat, leaving the poor solitary Orc to swing his Sword there. The monsters here try to either ambush the Heroes in the passage if they move first during the first Combat Turn, or force the Heroes to enter the room and fight, so they can surround them.

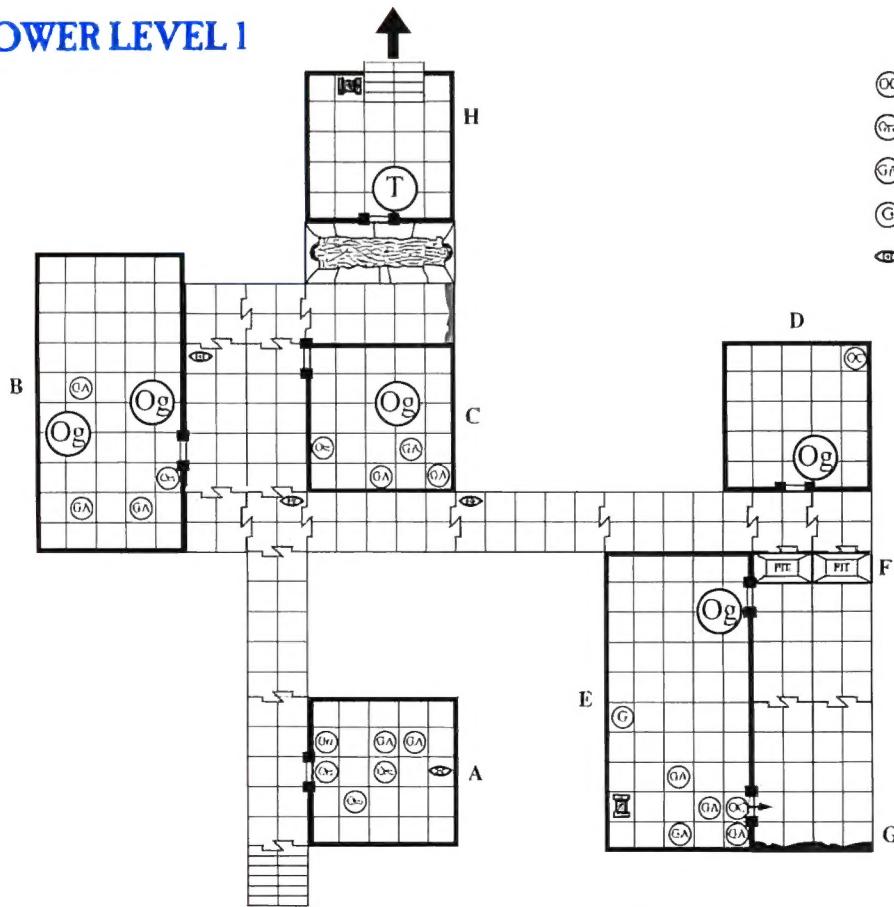
Each Goblin has 10 gold crowns, the Ogre closest to the door has 70, and the rock-throwing Ogre has 80 gold crowns.

Location C

The Ogre here will readily fight in the doorway or charge out into the passage if given the chance to do so. The Goblin Archers cower in the corner and won't leave the room. The single Orc will wait until the Ogre has been killed or has left the room before moving to fight. The Orc and Goblins are too cowardly to move while the Ogre is still in the doorway.

The Ogre has 60 gold crowns, the Orc has 10 gold crowns, and the Goblins have absolutely nothing except for a chewed rat one of them has wrapped up for lunch in a filthy piece of rag.

LOWER LEVEL 1



Key

OC	Orc Champion	■	Chest
Orc	Orc	■■	Door
GIA	Goblin Archer	■■■	One-way Door
G	Goblin	■■■■	Pit Trap
EOC	Eye of Chaos	○	Ogre Chieftain
Og	Ogre	○○	Ogre
T	Troll	○○○	

LOCATIONS D, E, AND F

The monsters here are as cunning as those in rooms B and C, but not quite so well trained. The Ogres are continually shouting at their Orc servants and may not hear noises outside. If a combat is going on outside one of the doorways into either room, roll a dice at the start of each Combat Turn. If you roll 9 or higher the monsters from the other room will hear, open the door, and come out to fight. Add 1 to the dice roll for each Combat Turn which has taken place, so if the Heroes have been fighting one group of monsters for three Turns, at the start of the next Combat Turn the other monsters will hear and come out to fight if you roll 6 or higher.

Read through the three individual locations here to get the best out of the monsters and the trap at Location F. The GM may take one Fate Counter to play in Location D or Location E, as he chooses.

Location D

There is a pile of three rocks beside the Ogre here, but he uses his Club in the doorway. He only uses the rocks if the Pit Traps at Location F are activated (see below for location details). The Orc Champion stays in the corner until the Ogre leaves the room or is killed. The Ogre has 80 gold crowns, the Orc Champion 10 gold crowns.

Location E

There are two doors to this room. The one at the bottom of the passage is a special one-way door which only opens outwards (out of the room into the passage). This means the Heroes cannot open it from the passage, but monsters can open it to go into the passage and attack the Heroes. The Orc Champion will emerge to protect the Goblin Archers, who will come out to fire at the Heroes in the passageway.

The Ogre fights by the other (normal) door, and as soon as this door is opened the Goblin will pull a wall lever and open the Pit Traps at Location F (details below). The Ogre, a greedy and cruel master, has all the treasure for this group stored in the Treasure Chest here, which is locked (the Ogre has the key).

The chest is not trapped. It contains 250 gold crowns, a Magic Mushroom in a bag (use standard rules from Advanced Heroquest, page 28), a salted boiled Dwarf leg the Ogre was saving for his supper, a Short Bow and 6 arrows, and a magical Potion of Regeneration. This may be drunk at the start of any Turn, and allows a Hero to regenerate Wounds just like a *Regenerating Monster* (see *Alternative Monsters* in the Advanced Heroquest rulebook, page 40). The effects last until the end of the next combat, or the one currently in progress if a Hero drinks the Potion in the middle of a fight.

LOCATION F

These Pit Traps will not be spotted by the Heroes (so do not make any dice rolls for spotting traps here) and cannot be disarmed by them. They will be activated by the Goblin in Location E when the normal door to that room is opened. The Pits open up when the lever is pulled. Any Hero standing on one of the four Trap squares automatically drops down into a Pit and suffers an automatic Wound. A successful Speed test allows a character to jump across a Pit, or climb out of one. If a character tries to jump over a pit and fails, he falls down the pit and suffers an automatic Wound. A character who manages to climb out of a Pit cannot move any further than to a square adjacent to the Pit.

The Ogres make life very difficult for any Hero, or other character, in a Pit or close by one. The Ogre in Location E will drop his rocks on top of anyone in a Pit if he can. Any character struck by a rock while down a Pit must add 2 to the dice roll for the Speed test to escape on the following Turn.

If any character standing in a square adjacent to a Pit is hit by a rock or club used by an Ogre, he must make a successful Strength test. If he fails, he's hit hard enough to knock him down into the Pit, and he suffers an additional Wound for his fall. The last problem with the Pits is fairly terminal. If an Ogre standing next to a Pit is killed, roll one dice. If you roll 7 or higher, the Ogre's body falls into the Pit and fills it. Any character already in the Pit is horribly squashed by the Ogre's body – roll 10 damage dice. The character loses 1 automatic Wound from being crushed each Combat or Expedition Turn until he's rescued. A character trapped underneath an Ogre cannot escape without the aid of his fellows. Two or more characters with combined Strength of 11 or more will be needed to rescue their squashed colleague.

LOCATION G

All four squares here contain a Blocks trap, and this is more difficult to spot than most (the trap is spotted only on a roll of 9 or higher on the dice). Anyone squashed by the falling block gets one minor windfall: a small bag containing 10 gold crowns falls as well as the Block. This only happens with the first of the four Blocks traps in these four squares.

LOCATION H

This is the only route to the bottom dungeon level, with steps leading down, and is very dangerous. To enter the room, the Heroes have to jump across the chasm to reach the door. Unfortunately, there is only enough room for one Hero to land on the far side next to the door. As soon as he lands, a pressure-sensitive plate below his feet activates an alarm and the door opens automatically (not by the monster inside opening it). The Troll guard by the door then attacks the Hero standing in front of the door!

A Hero fighting the Troll will be knocked into the chasm automatically if the Troll scores a critical hit. The door to this room automatically closes as soon as there is no-one standing outside it on the pressure sensitive plate. There are further complications: six Turns (Combat or Exploration) after the door to this room has been opened for the first time, a second Troll runs up the stairs to join in the fight.

This room contains a Treasure Chest with 250 gold crowns, and the following magical treasures which are taken from *Terror In The Dark* and detailed fully here for any readers who don't have this book.

A Bag of Lightness. This magic pouch holds up to 250 gold crowns quite weightlessly, and allows a character to carry twice his normal allowance of gold crowns.

A Soul Jewel. If a Hero or Henchman is slain, the Soul Jewel holds his soul, and if the jewel is crushed over the dead body the Hero or Henchman will come back to life as if treated with a *Power of the Phoenix* spell. The Jewel can only be used once.

Finally, the Treasure Chest also contains a scroll of two spells from the Bright Wizard's spellbook (*Flames of Death* and *Courage*). If the Wizard in the group of Heroes is a Light Wizard, the scroll will contain the spells *Dagger of Banishment* and *Strength of Life* instead.

DUNGEON, LOWER LEVEL 2

This dungeon level is very tough. The GM should be sure that he is familiar with the special rules which apply here, and to use them to the best advantage of the monsters.

LOCATION I

This is the laboratory of Gregor Wieschofer, and it is guarded by a Daemonette and two Orc Champions. Use the Chaos Sorcerer and Daemonette Character Monster Counters here if you wish.

There is a special magical trap on the door here. When a Hero opens the door, a massive blast of wind hits all Heroes or Henchmen within three squares of the door. Each character must make a Strength test. If he fails, the character is moved backwards two squares and may not move in any other way during this Combat Turn. If another character is in the way of the backward movement, that character must move to the side to allow the pushed-back character to move past, but the character making the Strength test can move normally during the Combat Turn. If a character failing the Strength test cannot move two squares backwards because he comes to rest against a wall, that is where his forced move ends.

The Orc Champions here will fight hand-to-hand while the Daemonette and Chaos Sorcerer use their spells. Note that the Daemonette has the spell *Fireball* and not *Flaming Skull of Terror*. When the Daemonette has used its spell it will seek to attack hand-to-hand.

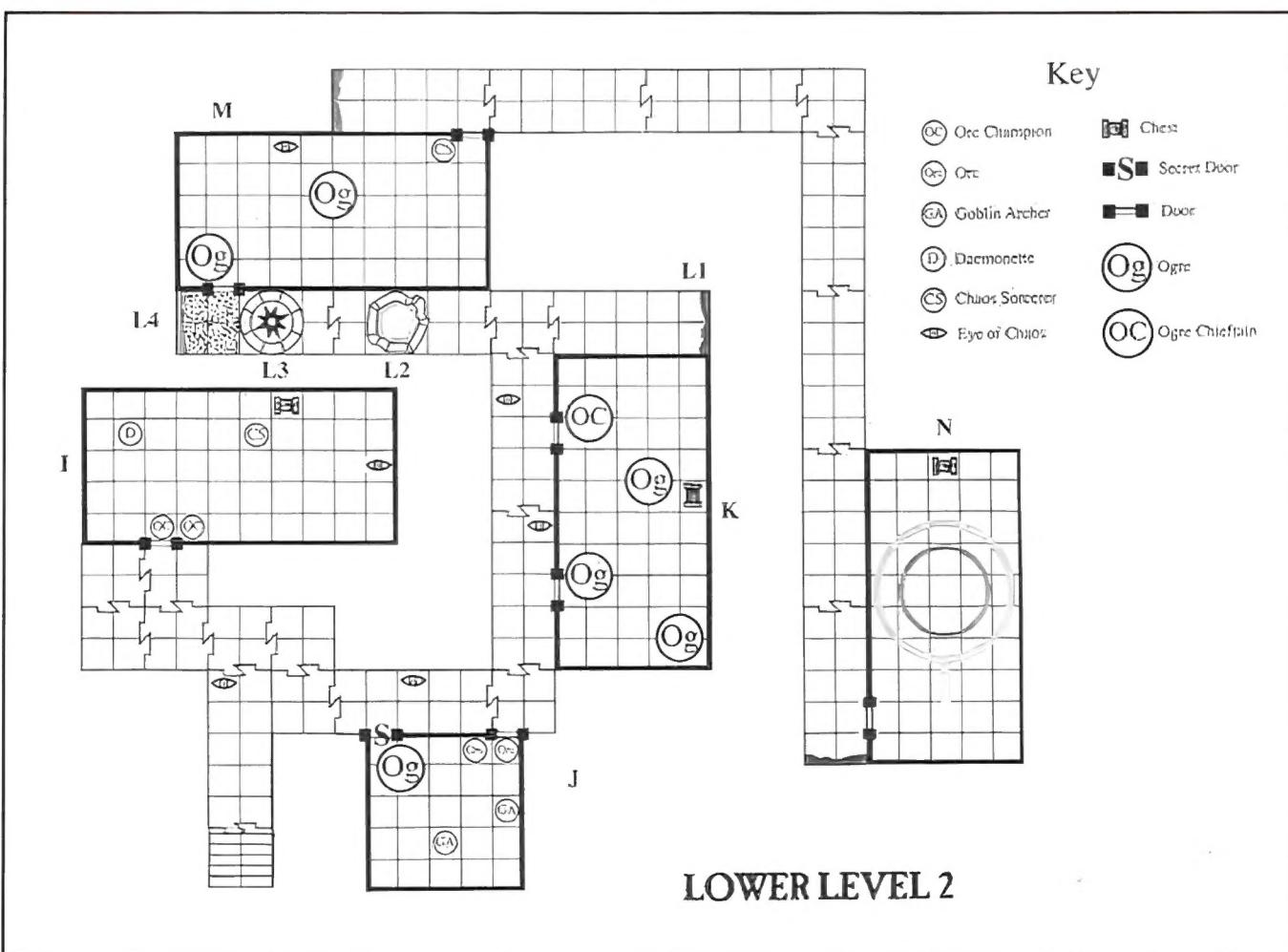
The Chaos Sorcerer will always try to avoid hand-to-hand combat and will use spells in preference.

The Chaos Sorcerer possesses a magic item from *Terror In The Dark* which is also detailed here. This is a *Robe of Toughness (Level 1)* which adds 1 to the Toughness score of any character wearing no armour, or only leather armour (it can't be used by any Hero or Henchman wearing metal armour). This gives Gregor a Toughness of 8. He also has a scroll with the spell *Fireball* in addition to the spells normal for a Chaos Sorcerer, and a Healing Potion which he will try to drink if reduced to 2 Wounds or fewer.

Finally, Gregor carries on a thong around his neck a warpstone key which is the only way of opening the door to Location M. Without the key, the Heroes cannot kill Johannes, so one of them will have to carry it. This has unfortunate effects, as described below.

The Eye of Chaos

The Eye of Chaos here is a powerful one. It adds 1 to the Movement for all monsters in this room (and subtracts 1 from all Hero and Henchman movement), and its baneful gaze weakens Heroes and Henchmen so that they have a penalty of -1 to Strength scores within this room. If the Eye of Chaos is still alive when Gregor is killed, the Eye wizzes about the room, getting bigger and glowing brilliant emerald green, then explodes. Any Hero or Henchman within the room is subject to 5 dice of damage when this explosion occurs.



The Treasure Chest

The Treasure Chest here is trapped with a Spike Trap. It contains a Healing Potion, 200 gold crowns, a quiver with 12 arrows, and a *Talisman of Fortune* with an elven design (which is why Gregor didn't use it). This Talisman confers 1 Fate Point on the first Hero or Henchman to pick it up, and if worn it then adds +1 to all D12 rolls made for spotting traps. Only the first Hero or Henchman to pick up the Talisman gains the extra Fate Point, even if the Talisman is then passed to someone else for the trap-spotting bonus. Lastly, the Chest also contains the mad, demented diary of Gregor, in a turquoise leather binding. Most of its contents are insane ramblings and pseudo-philosophical drivel about the survival of consciousness in the warp following death, but the following section should be read to players:

'Brother Johannes is close to controlling the Chaos Flux now, and soon I shall have to strike. With that damn cloak of his I can't hope to overcome him. I have to find some way of getting one of the Ogres on my side somehow. With his magical control, it seems hopeless. But I cannot let him triumph when I, Gregor, should be the Master!'

The warpstone key carried by Gregor is a 6" long key which appears to be made out of slightly glowing yellowed bone. Any Hero or Henchman carrying it must make a Toughness test when they enter each new Location. If the test is failed, the character develops a foul chaos mutation, which drains him of physical prowess. Roll a dice and consult the table below.

D12	Result
1-3	Lose 1 point of WS
4-6	Lose 1 point of BS
7-8	Lose 1 point of Strength
9-10	Lose 1 point of Toughness
11-12	Lose 1 Wound permanently

If any characteristic reaches zero because of these drains, the character becomes a mindless Chaos Spawn.

The obvious thing to do is to leave the key where it is and return to get it when Location M has been found, but players may well not think of this – don't point it out to them!

LOCATION K

Special Note: There are two Eyes of Chaos in the passageway outside, and in some squares their effects overlap. Heroes and Henchmen in those squares are subject to both adverse effects!



This is where the main group of Ogres live, although two of them are permanently acting as Johannes' bodyguards in Location N. There is a supply of 8 rocks scattered about the room, but the Ogres prefer to fight hand-to-hand if they can. If the Heroes only open one of the doors to this room, the Ogre standing guard at the other door will open it and emerge into the passage, trying to pincer the Heroes and Henchmen.

**LOCATION J**

The solitary Ogre in this room is hated by the other Ogres, and bullies the two Orcs and Goblin Archers unmercifully. The Orcs will fight with the Archers giving supporting fire, and the Ogre will try to move through the secret door to attack the rear of the adventuring group. He has two rocks he can throw, but he prefers to use his club and attack hand-to-hand if he can. He hates Bretonnians, and if he gets into hand-to-hand combat with Pierre Chancier he adds 1 to his damage dice against him in combat.

The Ogre Chieftain here has a huge sword which adds 1 to his Damage Dice and also acts as a *Ring of Magic Protection, Level 1*. It glows bright red when held by the Ogre Chieftain only (this is just for appearances and has no special effect). This magic sword was specifically enchanted for him and cannot be used by Heroes or Henchmen because it's far too large. The Ogre Chieftain has a deep and abiding hatred of human Warriors and adds 1 to his damage dice against a Warrior Hero or human Henchman (not including a Wizard's Apprentice).

These Ogres will emerge from their room and chase the Heroes all the way to the steps leading back up to the next dungeon level if they try to flee, but the Ogre Chieftain himself will not leave this room in pursuit. This might be away the Heroes can divide up the Ogres in order to defeat them more easily. However, this is a brutal combat and Fate Points are likely to get burned away. Heroes may well have to leave the dungeon and return in another expedition after this battle.

When the Heroes win here, the Treasure Chest has some goodies for them if they bypass the Mantrap on the chest. Two bags contain a total of 400 gold crowns; there is a small dagger which if used by a wizard inflicts 4 damage dice, a *Healing Potion*, a *Potion of Prowess* (+1 to Weapon Skill, Bow Skill, and Speed; effects last for 3 Turns, combat or expedition, and then wear off), and a *Long Bow of Swiftiness* (the user of this can move and fire during the same Combat Turn, which is normally not allowed (Advanced Heroquest rulebook, page 20)).

LOCATION L

This passageway has several traps and will be a real test for the Heroes. The idea is to rip some Fate Points off them before they have to face Johannes Wieschofer and his retinue.

The squares marked at L1 have a Fireball trap placed on them, and the power of Johannes' magic is such that this trap is exceptionally hard to find (Spot Chance of 11 or higher, and the Dwarf gets no bonus).

At L2, there is a pool of steaming acid some 10 feet deep. Any Hero entering the pool suffers 7 damage dice each Turn he stays in the pool. A successful Speed test must be made to leave the pool once a Hero is in it. A Hero may try to jump across the pool by making a successful Speed test. Building a Rope Ladder is the obvious strategy, but the acid fumes eat through rope very quickly. Two Heroes or Henchmen can get across safely, but the rope bridge collapses under the weight of the next (third) character to cross as the rotted rope gives way, dumping them into the acid pool.



At point L3 on the map there is a special Magic Circle. If he makes a successful Intelligence test the Wizard Hero will know that this is deeply tainted with the power of Chaos. Each time a Hero or Henchman steps on the Circle, roll a dice and check what happens on the Magic Circle Table below. All losses of characteristics are permanent except for Wound losses and the Curse effect which reduces Fate Points, which can be regained normally.

MAGIC CIRCLE TABLE

D12	Result
1	Lose 1 Wound
2	Lose 2 Wounds
3	Curse! Fate Points reduced to 1
4	Skaven Head, see below
5	Flight, see below
6	Skaven Paws, see below
7	Daemonette Head, see below
8	Weakness! Lose 1 point of Strength
9	Moron! Lose 2 points of intelligence
10	Skeleton Attack, see below
11	Nothing happens
12	Blessed Fortune! Gain 1 Fate Point

Skaven Head: The character's head turns into a Skaven's! He must make a Will power test; if this is failed the character's mind turns into that of a Skaven and he attacks the other Heroes. If the Wizard gains a Skaven head, he cannot cast spells since he doesn't know how to pronounce the mystical words of spellcasting in Queekish.

Skaven Paws: The character's hands turn into Skaven paws. This reduces WS and BS by 2 points each until the end of the current adventure, and even after that the character has a permanent penalty of -1 to WS and BS unless he can somehow acquire Skaven-made weapons.

Daemonette Head: The character's head turns into that of a Daemonette. He now counts as a *Fearsome Monster*, but this affects the other Heroes! If a Will power test is failed, the Hero's mind is filled with daemonic thoughts and he attacks his fellows.

In these three cases, any Henchman allied to the Hero will leave his service after the current expedition, not wishing to be seen with a master who is a mutated freak!

Flight: The Hero immediately flees from the Circle in a direction of the GM's choice. The fleeing Hero may ignore Death Zones as he tries desperately to run from the tainted magic. This may land him in L2, the acid pool, or L4, running into the far wall with unfortunate consequences (see below).

Skeleton Attack: Three Skeletons appear as close to the Hero as possible and attack him. They may ignore usual rules pertaining to Death Zones in their insane frenzied determination to kill him.

One way of avoiding the Magic Circle is to jump over it, which can be done successfully if the character makes a Speed test. Unfortunately, when he lands in area L4, the surface of the floor is covered in a very slippery, mucus-like substance. The character must make a second successful Speed test. If this is failed, the character skids right into the dead end and a Blocks trap falls from the ceiling and crushes him, inflicting 12 dice of damage. A character who skids into area L4 has no chance to spot or disarm the Blocks trap. A character who doesn't skid has normal chances for finding and disarming the traps, which are in the two squares at the dead end only.

LOCATION M

This door has a glowing keyhole, which appears almost as a knob of yellowed bone with a single central keyhole. Only the warpkey from Location I can open this door. Absolutely nothing else works.

When the Heroes enter this room, the far doorway is open with the Chaos Sorcerer Johannes Wiesehofer standing close by it. Before the main door is his Ogre guard, and in the middle of the room is a second Ogre which will interpose itself between Johannes and anyone trying to get to him in hand-to-hand combat. Don't forget that while Johannes is wearing the Ogre Cloak he looks exactly like an Ogre. It's only when he starts casting spells that the Heroes will begin to wonder what's hit them! Each monster here has some special magical defence or item, and the Eye of Chaos here is a strong one, so each of these is detailed individually.

The Ogre by the door will drink a *Potion of Regeneration* on the first Combat Turn, so that he becomes a *Regenerating Monster* for the duration of the combat here.

The Ogre in the middle of the room wears an *Amulet of Iron* to protect him from spell effects.

The Eye of Chaos radiates the following effects:

- Heroes within the room, or fighting in the doorway (the two squares immediately outside the door only), must make a Toughness test or suffer 1 additional damage dice from any spell damage which affects them;
- Monsters within the room have a Bravery of 11 automatically;
- All ranged attacks made in the room, or into the room, by Heroes or Henchmen have a -2 penalty.

Lastly, Johannes Wiesehofer has the following total profile when using his Ogre Cloak:

WS	BS	S	T	Sp	Br	Int	W
7	3	8	8	8	9	10	9

Don't forget that with the Eye of Chaos here, he has Bravery of 11. In addition to the normal Chaos Sorcerer spells, he has some other magic items. He has a scroll with the spells *Fireball* and the Dark Magic equivalent of *Flight*, and he has a *Dawnstone* with 2 Fate Points remaining. He will not use more than 1 of these Fate Points while he's still inside this room if he can possibly avoid it.

Johannes will flee through the open door when one of the two Ogres here is killed, and when the other one has been reduced to 4 Wounds or fewer. GMs should do their best to get him out alive. He runs off down the passageways into Location N and awaits the final shoot-out with the Heroes there. If a Hero is going to catch up with him, then the GM may use a Fate Point from the Dawnstone to add 4 to Johannes' move for one Turn during the pursuit.

LOCATION N (QUEST LOCATION)

Use the Large Room with the circle motif for this room. The circle is the zone of Chaos Flux with which Johannes has been working. He will make for the far wall beyond the Flux Zone, and he suffers no ill-effects from passing through it. From the far wall, standing beside the Treasure Chest, he uses spells and special attacks drawn from the Chaos Flux.



The Flux presents two problems for the Heroes: first, the attacks Johannes can draw from it, and second, the effects the Flux will exert on the Heroes if they try to enter it (which they must to overcome Johannes hand-to-hand, and to get at his **HUGE** treasure chest. Don't forget to tell the Heroes how enormous this treasure chest is!).

If the Heroes actually managed to kill Johannes in Location M, good luck to them, and there will be no combat here, but they will be subject to the ill-effects of the Chaos Flux when they try to retrieve the Treasure Chest.

The Chaos Flux

The area shown by the circle within Location N is covered with a very thin, slightly phosphorescent grey mist which seems to contain writhing bodies and screaming faces. Clawed hands, tentacles, and worse seem to flit about within the thin mist, grabbing at the Heroes as they approach. Oddly, the mist doesn't seem to restrict visibility: it's possible to see what is on the other side of it quite clearly. However, all ranged attacks within or across the Flux suffer a -3 penalty to hit rolls (this does not affect Johannes, of course).

JOHANNES' FLUX ATTACKS

Johannes can draw one of three attacks from the power of the Flux during each Combat Turn. Roll one dice; on 1-5, he gets an *Arrows of Chaos* attack; on 6-10, he gets an *Illusion of Terror* attack, and on 11-12, he gets an *Inferno of Chaos* attack. Johannes may always opt for a spell or hand-to-hand attack instead, if the GM prefers. He may not use a Flux attack in addition to any other attack in the same Combat Turn.

Arrows of Chaos

Roll a dice and divide by 3, rounding fractions up. This is the number of magical 'arrows' of energy Johannes draws from the Flux and fires at the Heroes that Turn. He can select different targets if he has more than one 'arrow' available. He has an effective BS of 6 with these, and each 'arrow' causes 3 dice of damage.

Illusion of Terror

One target Hero, selected by the GM, must make a successful Intelligence test (adding +2 to the dice roll) or be convinced that a nightmarish horror of Chaos is chasing him around the room. He is half-paralyzed with fear, and cannot attack in any way, but he can move 1 square in a direction the GM chooses (drag him into the Flux if you can). The Hero can make an Intelligence test each Combat Turn and, as soon as one is made successfully, the effect ends.

Inferno of Chaos

The Chaos Flux seethes with a tumult of energy and almost seems to boil for an instant. A horrible screaming pandemonium fills the room and each Hero or Henchman in the room must make a Toughness test or lose 1 point each of WS and BS, and also Strength, until the combat is over and they have left the room.

Entering the Flux

If a Hero or Henchman wants to engage Johannes in hand-to-hand combat he will probably have to move through the Flux. Movement is at half normal rate within the area of the Flux. While a character is within the Flux, roll a dice and consult the Magic Circle Table for the baneful effect on the Hero, and re-roll any result of 12. This should be done for any Turn in which the character is within the Flux at any time (even if he manages to move right through the circle in one Turn).

The Explosion of Chaos

When Johannes is killed here, the Chaos Flux begins to boil and swirl and the characters will know that an imminent explosion is at hand. If they enter Location N and have already killed Johannes, this happens one Exploration Turn after they have entered. In either case, they now have four Exploration Turns to get out before the Flux explodes, filling the room with a devastating blast of raw Chaos energy and killing anything and anyone inside the room.

This should be just enough time to get the Treasure Chest and make a run for it, but of course matters won't end there. The Chaos Flux expands from the room and along the long passage outside at a variable rate. Roll a dice each Exploration Turn as the Heroes flee. Divide the number rolled by two, and add 3 to it, so that the Chaos Flux advances between 4 and 9 squares up the passage each Turn. It will continue to expand all the way to the door to Location M, but will not expand further. Anyone caught within the Chaos Flux is forever lost to Chaos with all his equipment!

The Treasure Chest

Although it looks big and heavy, the Treasure Chest has an effective weight of 200 gold crowns: 100 gold crowns itself, and then it can carry up to 500 extra gold crowns at one-fifth of normal weight value. Any character can carry it, but loses 1 point of Speed while doing so because of its bulk (and this applies if a Hero or Henchman is carrying it while running from the Flux). If sold, this special chest will fetch a price of 300 gold crowns. When found, it contains the following items:

- 400 gold crowns.
- A bag with 10 gems each worth 35 gold crowns.
- A scroll of Bright Wizard spells (*Flaming Hand of Destruction*, *Inferno of Doom*, and *Power of the Phoenix*). the GM should alter these to Light Wizard spells of his choosing if the Wizard Hero is a Light Wizard.
- A Dwarf Dawnstone from Kadar-Khalizad which contains 4 Fate Points. Only a Dwarf Hero (or Dwarf Troll Slayer Henchman) can use this.
- An embroidered set of silk Araby cloths worth a total of 100 gold crowns.

RUN AWAY!

The Heroes may decide to run away from a combat in either Location M, or Location N, because life is getting too tough for them. If that happens, when they return Location M will be re-stocked with two new Ogres which have been attracted to Johannes' service by the magic of his cloak. Johannes will have healed any damage he suffered and will have all his spells regained, but any magic items he used up in the earlier combat will not be replaced.

FATE POINT AWARDS

The Heroes should receive a Fate Point each when they find the entrance to the lower dungeon levels, if they do so in one expedition. Because the lower dungeon levels are very tough, the Heroes will receive one Fate Point if they overcome Johannes Wiesehofer, no matter how many expeditions they take, and an additional Fate Point if they take three or fewer expeditions to complete both lower dungeon levels. If they manage to kill Johannes Wiesehofer in only two expeditions to the lower levels, they gain yet another Fate Point.